

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of: SIGCLAIR ET AL.)

Group Art Unit: 3713

Application No.: 09/405,490)

Examiner: CHERUBIN, Yveste G.)

Filed: July 29, 1999)

Title: INTERACTIVE VOICE, WIRELESS GAME SYSTEM USING PREDICTIVE
COMMAND INPUT

RESPONSE

Director of Patents and Trademarks
C/o Assistant Commissioner for Patents
Washington, D.C. 20231

Sir:

This paper is in response to the OFFICE ACTION mailed April 4, 2002.

Applicant wishes to thank Examiner for the allowable subject matter.

IN THE SPECIFICATION

Please replace the Abstract with the following:

A system and a method for providing an interface to and customizing an interactive application for one or more players is provided. The interactive game of the presently preferred embodiment is played in a wireless environment using a mobile station as a user interface with commands entered via a keyboard or via voice. The game is tracked and controlled using a game center and a game server, which is typically at a location remote from the mobile station. Communication between the game server and the mobile station is typically performed using a base station connected to a telecommunications network. The game server executes a software application, which runs a game center. Individual games are managed within the context of this application.

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Attorney
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